

```
1 void accelerate
2 (float* p, float X, float Y, int N) {
3     int i = 0;
4     while (i < N) {
5         float* newp = p+i;    // LR(newp) = locnew + [0, 0]
6         newp[0] += X;    // float* tmp2 = newp; *tmp2 = ...;
7         newp[1] += Y;    // float* tmp3 = newp + 1; *tmp3 = ...;
8         i += 2;
9     }
10 }
```